MOON GIANT

This giant's grey skin sparkles as if with reflected light and is pocked with what look like impact craters on its rocklike surface.

Star Seekers. Moon giants dwell in rocky badlands and other scarred, deserted places. Some say there are even moon giant populations that live on the various moons of the multiverse. Whether this is true or not, it seems likely as even the giants themselves claim to have once come from the moon. They revere the moon, stars, and comets, often seeking wisdom in the movement of these celestial bodies. Their entire culture is built atop the knowledge and whispered secrets they have glimpsed in the great beyond.

Bad Moon Rising. Though they are normally placid scholars, more likely to enter a lively philosophical debate with other creatures than a brawl, moon giants can become violent when disturbed or when under the influence of a bad moon. There is something truly powerful about their connection to the moon and its cycles, and much is still unknown about how these complex systems directly affect the giants attuned with them.

Great Dreamers. Part of the moon giant way of life involves the undertaking of spiritual journeys while in the realm of dreamspace. They often use magic to induce sleep in themselves for long periods of time, during which they are able to travel to the plane of dreams and explore many strange places. These journeys are usually aided by clerics of the moon giant faith, and in some cases can last decades.

Cosmic Nature. Moon giants don't need to breathe.

"To the moon giants of Mount Ghakis, fell omens of the night sky were not just to be witnessed, they were to be acted upon. The nightly howl of werewolf packs across Barovia had to be answered, and with the guidance of the cosmos, the giants felt they could not fail."

Moon Giant

Huge giant, typically lawful neutral

Armor Class - 15 (natural armor)
Hit Points - 275 (22d12 + 132)
Speed - 50 ft.

STR 28 (+9)
DEX 16 (+3)
CON 22 (+6)
INT 16 (+3)
WIS 20 (+5)
CHA 20 (+5)

Saves STR +14, CON+11, WIS +10, CHA +10
Skills Animal Handling +10, Arcana +8, History +8, Insight +10, Perception +10, Stealth +8
Damage Resistances cold, fire
Senses darkvision 60 ft., truesight 60 ft., passive Perception 20
Languages Giant
Challenge 14 (11,500 XP)

Proficiency Bonus +5

Traits

Impact Crater.
When a moon giant throws a rock, it permanently creates an area of difficult terrain in a 10 foot radius around the spot where the rock landed. If the rock was thrown at a creature, the giant can choose the point of origin for this radius anywhere within the target's space. If the giant misses with a rock attack, the GM chooses a space within 10 feet of the target for the impact crater to appear.

Lunar Aura.
The moon giant constantly emits a lunar aura with a radius of 60 feet in all directions centred on it. The aura has two possible effects, however, only one can be active at a time. The giant can use a bonus action at the start of each turn to change the effect of its aura among the following two options;

Waning: Affected creatures are calmed. They cannot be charmed or frightened, and become indifferent about creatures that they are hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When a creature is no longer affected by the aura, the creature becomes hostile again unless the GM rules otherwise.

Waxing: Affected creatures are enraged. They get advantage on strength checks and attack rolls and may add 1d6 to any damage roll they make as part of an attack or the casting

of a spell. Any creature that attacks an enraged creature also has advantage on their attack roll. A lycanthrope that fails its save is forced into its hybrid form.

The giant can choose whether it is affected by its own aura or not. All creatures who enter the area for the first time on a turn or start their turn there must make a DC 18 Wisdom saving throw or be effected by the aura.

Actions

Multiattack.
The giant makes two slam attacks.

Slam.
Melee Weapon Attack: +14 to hit, reach 10 ft., one creature.
Hit: 27 (4d8 + 9) bludgeoning damage.

Rock.
Ranged Weapon Attack: +14 to hit, reach 120/360 ft., one target
Hit: 41 (5d12 + 9) bludgeoning damage plus Impact Crater.

Innate Spellcasting.
The monster's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *dancing lights, detect magic, message, light*
• 3/day each: *clairvoyance, control weather, divination, sleep*
• 1/day each: *commune, dream, scrying*